

# Elk

Large, Beast, Unaligned

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**ARMOR CLASS**

10

**HIT POINTS**

13 (2d10 + 2)

**CHALLENGE**

1/4 | 50 XP

**PROFICIENCY**

+2

**Speed** Walk 50 ft.

**Initiative** +0

**Saving Throws** N/A

**Skills** N/A

**Senses** Passive Perception 10

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**Languages** None

**STR**

16  
+3

**DEX**

10  
+0

**CON**

12  
+1

**INT**

2  
-4

**WIS**

10  
+0

**CHA**

6  
-2

## Traits

**Charge.** If the elk moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes extra damage.

## Actions

**Ram.** Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Bludgeoning damage.

**Hooves.** Melee Attack Roll: +5, reach 5 ft. Hit: 8 (2d4 + 3) Bludgeoning damage against a Prone creature.

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